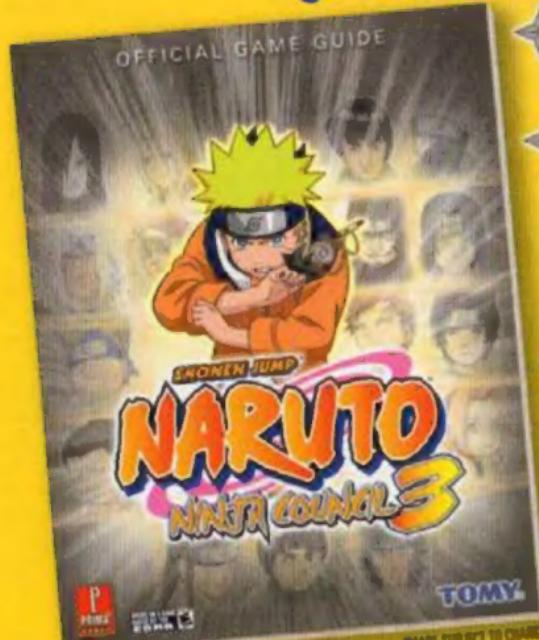


EVEN THE GREATEST NINJA
NEEDS A STRATEGY!
BELIEVE IT!



- ★ This guide covers *Ninja Council 1, 2, and 3*
- ★ Strategies for always using the strongest techniques and picking the best character matches
- ★ Walkthroughs for all 60+ *Ninja Council 3* missions
- ★ Huge pull-out poster of Naruto



Printed in USA

NINTENDO DS™



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

REV-E

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

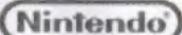
TABLE OF CONTENTS



Basic Controls.....	2-3	Ranged Weapons and Items.....	16
Setup.....	4	Stage Special Features.....	17
Getting Started.....	4-5	Party Mode.....	18-20
How to Play.....	6	Character Intro.....	21-22
Mission Selection.....	7	Customer Support.....	23
Character and Secret Technique Selection ..	8-9	Limited Warranty.....	24
Game Display.....	10		
Character Controls.....	11-12		
Special Character Controls.....	13		
Activating Secret Techniques.....	14-15		



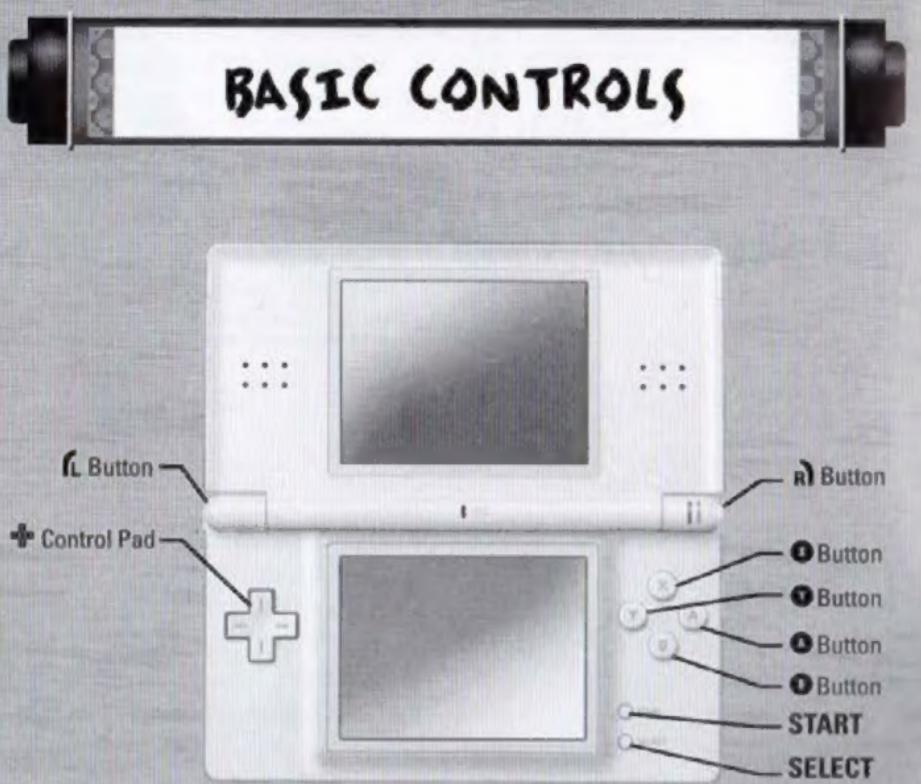
LICENSED BY



NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2006 NINTENDO. ALL RIGHTS RESERVED. This product uses the LC Font by Sharp Corporation, except some characters.
LCFONT, LC Font and the LC logo mark are trademarks of Sharp Corporation.



BASIC CONTROLS



The top screen is where the action is!

The Touch Screen provides status reports and access to secret techniques!

BUTTON FUNCTIONS

• L1 Button	Move character
• R1 Button	Jump
• + Left or + Right + • L1 Button	Run
• Y Button	Throw equipped weapon
• + Left or + Right + • R1 Button	Throw enemy
• X Button	Attack
• B Button	Teleports the player behind the enemy
• A Button	Block
START	Pause Menu
SELECT	Not used

**Please refer to page 11-12 "Character Controls" for details on character actions.*

SETUP

1. Make sure that your Nintendo DS™ system is powered OFF before inserting or removing a Game Card. Never insert or remove any Game Card when the power is ON.
2. Insert the *Naruto: Ninja Council 3* Game Card into the Game Card slot of your Nintendo DS™ system. To lock the Game Card in place, press firmly until the Game Card is locked.
3. Press the Power Button to turn the power ON. The Health and Safety Warning Screen will appear. Read this message and touch the Touch Screen with the stylus to continue.
4. Touch the upper menu banner to begin the game.

If Auto Start mode is enabled, this screen may not appear. For information on how to enable or disable Auto Start, please read the Nintendo DS™ Instruction Manual.

GETTING STARTED

Press START

Press START when the title screen appears on the top screen to bring up the data selection screen. You can also touch the Touch Screen instead of pressing START.

SELECT THE START MENU

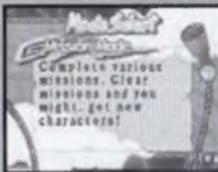
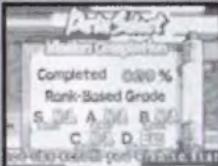
SELECT THE SCROLL

Touch a scroll and slide it to the right. The top screen will contain information on completed missions and the grades earned for the selected scroll.

MODE SELECTION

Highlight different game modes with the  Control Pad or touch the desired game mode to highlight it.

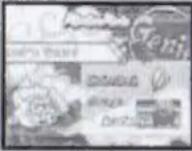
Mission Mode	Single-player mode with over 50 missions ranked from easiest (D rank) to hardest (A rank and S rank).
Party Mode	Play wirelessly with 2 to 4 players. Refer to page 18-20 "Party Mode" for more information.
Settings	Game difficulty can be changed in addition to deleting the currently selected data. To delete the current profile being played, just select YES on the Delete option. Deleted data cannot be recovered.
Records	This displays total play time, total characters that appeared, and mission completion percentage.



HOW TO PLAY

SELECT MISSION

Select the mission you want to play from the available missions found on the Mission Grid. Replay missions to try for a better grade or just for fun!



SELECT CHARACTER

Next, select the character you want to use for the mission. Some missions may restrict your selection of characters or require you to play a certain character.



SELECT SECRET TECHNIQUES

Set up to four secret techniques for your character. You can even choose techniques from other characters.



COMPLETE THE MISSION

Your rating for that mission will vary depending on how well you complete the mission. Should you fail a mission, you can retry the mission at any time by selecting it again from the Mission Grid. Earn titles like Pupil, Genin, and Chunin.



Saving the Game

The game automatically saves when you complete or fail a mission, and also when you return to the game mode selection screen.

MISSION SELECTION

PICK A MISSION FROM THE MISSION GRID

Use the **Control Pad** to move the cursor and press the **A Button** to select the mission you want. The letters D through A and S on the Mission Grid indicate the mission rank.

Obtain New Missions and Characters when you complete missions.



CHARACTER AND SECRET TECHNIQUE SELECTION

SELECT THE CHARACTER TO PLAY IN THE MISSION

Use the **+** Control Pad Left or **+** Control Pad Right to move the cursor on the Touch Screen and the **L** and **R** Buttons to move the character list. Press the **○** Button to accept the character the cursor is on. Sometimes missions won't allow you to select certain characters.



SECRET TECHNIQUE SELECTION

Decide what secret techniques will be set to your character. You can set up to 4 secret techniques. There are missions where secret techniques cannot be used at all and times when they are ineffective against certain enemies.



SELECTING SECRET TECHNIQUES

Select secret techniques on the Touch Screen. Different techniques consume different amounts of chakra.

I. SELECT A CHARACTER WITH SECRET TECHNIQUES

Use the **+** Control Pad Left or **+** Control Pad Right to move the cursor and the **L** and **R** Buttons to move the character list. Press the **○** Button to accept the character highlighted. In the lower left of the Touch Screen you'll find the secret techniques that belong to the character that the cursor is on.



II. SELECT A SECRET TECHNIQUE

After selecting the character you want to use techniques from, press **+** Control Pad Up or **+** Control Pad Down to select the secret technique and press the **○** Button to accept. Techniques in black text are single target techniques while blue text indicates area of effect techniques.

GAME DISPLAY

This is the display for when you're playing mission mode.

The currently equipped ranged weapon is displayed here.



Health Gauge

The mission fails when this becomes 0.

Chakra Gauge

This indicates how much chakra your character has stored. Chakra will slowly restore over time. Secret techniques will consume chakra.



This number shows how many levels of chakra have been stored.

Character's health and chakra gauges are displayed here.

Special techniques available to the player are displayed here. Touch the name of the displayed technique to activate it.

These colored dots display the location of each of the characters.

MISSION FAILURE

The mission is a failure when you run out of time, you fail your objective, or your health reaches 0.

CHARACTER CONTROLS

Player controls in the stage. Physical attacks can vary depending on the character.

Movement

Control Pad Left or
Control Pad Right

Press + Control Pad Left or
+ Control Pad Right to move the character.



Dash

Button + Control Pad Left or + Control Pad Right

Move while pressing the Button to dash.



Crouch

Control Pad Down

Press + Control Pad Down to crouch. You can dodge throws with this move.



Drop

Control Pad Down + Button

Press + Control Pad Down + Button to drop down to the next level.



Jump

A

Press the Button to jump.



Double Jump

A A

Press the Button again in the middle of a jump to perform an additional jump in midair.



Dash Jump

Control Pad Left or
Control Pad Right then A

Press the Button while dashing and you'll jump diagonally in the direction you are dashing.



Super Jump

Control Pad Up + Button

Press + Control Pad Up + Button to jump straight up higher than a double jump.



Use Ranged Weapon

X

Press the **○** Button when you have a throwing weapon equipped and you will throw it.



Throw Enemy

X

Press the **○** Button when an enemy is nearby to attempt to throw them. If you have a throwing weapon, then pressing **+** Control Pad Left + **+** Control Pad Right + **○** Button will attempt to throw your opponent instead of the weapon.



Hand-to-Hand Attacks

Y

Press the **○** Button to launch a hand-to-hand attack.



Double Combo

Y Y

Consecutively press the **○** Button twice to launch a combo attack.



Triple Combo



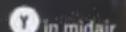
Up Attack

+ Control Pad Up
+ **○**

Press **+** Control Pad Up + **○** Button to launch an attack that knocks the opponent into the air.



Aerial Attack



Down Attack

+ Control Pad Down
+ **○** in Midair

Press **+** Control Pad Down + **○** Button during a jump to launch an attack that knocks the opponent down into the ground.



Guard

R

Press and hold the **A** Button to guard. This move blocks normal attacks. Throws cannot be stopped.



Teleport

R

Press the **A** Button to use your Substitution Jutsu and teleport behind an enemy within your range.



SPECIAL CHARACTER CONTROLS

There are other moves aside from the basic ones. Several of these moves will be necessary to clear some of the stages.

Recovery

A in Midair

Press the **○** Button when you are falling from being knocked down by enemies or special features in the stage to quickly recover.



Rising Attack

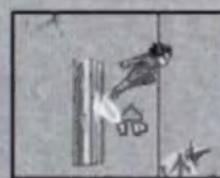
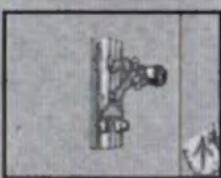
+ Control Pad Up + **○**

Press **+** Control Pad Up + **○** Button when knocked on the ground to perform an attack while getting back up.



Wall Jump

Jump toward a wall and quickly jump off the wall as you approach it to zigzag up a narrow passage. You can also recover from a fall by landing against a wall and jumping off it.



ACTIVATING SECRET TECHNIQUES

ABOUT SECRET TECHNIQUES

You can activate any secret technique by touching the name on the Touch Screen. Different secret techniques require different amounts of chakra. Single target techniques are activated by successfully landing a hit that is initiated by touching the name of the secret technique on the Touch Screen.

When you have enough chakra...



...touch the name of the technique.

A
C
T
I
V
A
T
E
D

[Chakra Gauge]

Instructions are on
the top screen...



...with inputs performed
on the Touch Screen.

HOW TO ACTIVATE SECRET TECHNIQUES

Different techniques have different ways to activate them.

Make the Hand Sign



When the signs are shown, match the correct signs shown across from left to right in the center of the screen with the signs (usually) spinning around in a circle. The secret technique will fail if you're too slow or fail to match the signs correctly.

Store Up Chakra



Touch any of the blue flames on the Touch Screen and spin the flames in the direction indicated by the displayed instruction.

Summoning Jutsu



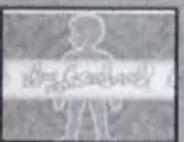
Touch the left part of the Touch Screen and slide across to the right side of the screen to complete the summon.

Chakra Points



Touch all the glowing chakra points on the diagram of a person.

Rub Horizontally



Rub the screen from left to right.

Slide Vertically

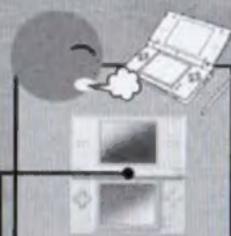


Rub the screen from top to bottom.

Blow



Some Jutsu are activated by blowing into the microphone.



*Please be careful not to get any moisture on the Nintendo DS as this may damage the system.

Blow into the microphone here.

RANGED WEAPONS AND ITEMS

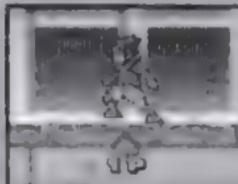
PICK UP RANGED WEAPONS AND ITEMS

Press the **I** Button to throw shuriken and kunai you pick up in the stages. The lower left part of the upper screen will display the ranged weapon you have picked up.

UNLIMITED RANGED WEAPONS

You have unlimited ranged weapons when you have it equipped. However, you will lose the weapon the moment you take any damage. New ranged weapons you pick up will replace any previous weapon you had equipped.

	Senbon	You will throw these in pairs. One will go diagonally up while the other will be thrown horizontally in the direction you are facing		Demon Wind Shuriken	The most powerful ranged weapon, this weapon will go right through enemies. Only one can be on the screen at once
	Shuriken	These are thrown directly in front of you. They are not very powerful but do more damage than the senbon. You can have up to three shuriken in the possession at once		Medicine	Recover a fixed amount of your health depending on the size of the medicine
	Kunai	These have medium damage. Two kunai are thrown in parallel in front of you.		Scroll	Some missions will require you to find these to successfully complete the mission



STAGE SPECIAL FEATURES

Stages will contain various special features. Take note of these to help you clear the mission.

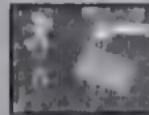
ARROW

These indicate directions the player can go. An arrow pointing upwards means you can go up



PITS

There are warning indicators throughout stages with dangerous pits.



SAND FLOW

Sand flows in a fixed direction. Jump to avoid getting caught up in the flow



GIANT FISH

Giant fish can appear from below the screen to damage you. These don't appear during party mode



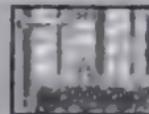
TRAIN

On the steel bridge stage, a giant train will pass through. Getting hit by the train will hurt you. You'll have to find a way to stop this train! The train won't appear in party mode



POINTS

Flags indicate important points in the stage. Pass through these to successfully pass through a point. Points usually appear in fixed areas



PARTY MODE

2 to 4 players can directly connect to one another and play in this mode. Each player will need to have their own *Naruto Ninja Council 3* Game Card to play. To go back to playing other (single player) modes, press START during the actual mission and select the option to quit the game.

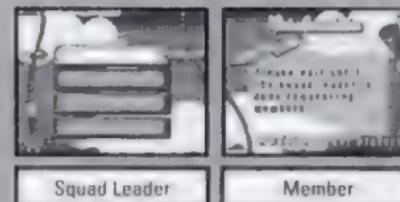
HOW TO JOIN IN A GAME

Players can choose to either be the Squad Leader (Host) or a Member (Join) when starting a game. The Squad Leader is responsible for choosing the game type, time limit, and stage to play on.

Squad Leader	Picks the mode, stage, and time limit
Member	Chooses to join a squad that is seeking members.

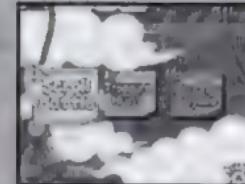
MEMBER ENTRY

Once the roles are chosen, the members pick the squad to join. The Squad Leader presses START once all members have joined.



SELECT MODE (SQUAD LEADER)

Select the desired mode and press the **Ⓐ** Button to accept



Scroll Battle	The player that collects the most scrolls by attacking other players and enemies wins.
Treasure Hunt	The player that finds the treasure designated in the lower right of the top screen first wins. You can impede other players by taking their designated treasure. Treasure that has been taken or has otherwise disappeared will eventually reappear elsewhere.
Battle Royale	All players participate in this battle. The last player standing wins.

SELECT STAGE AND TIME LIMIT

The **L** Button and **R** Button scroll through the various stages. Select stage with **Ⓐ** Button. Next, set the time limit between 30 to 120 seconds or infinite.



CHARACTER AND SECRET TECHNIQUE

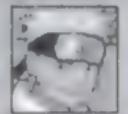


Each player must select their character and set their secret techniques. Once selection is complete, press START.

Caution

You cannot select a character already chosen by another player. In addition, you cannot select secret techniques already chosen by another player.

CHARACTER INTRO



NARUTO UZUMAKI

Techniques

Naruto Uzumaki Barrage	Single target damage
Toad Blade Cut	Area of effect damage
Rasengan	Single target damage



SASUKE UCHIHA

Techniques

Lions Barrage	Single target damage
Fire Style: Phoenix Flower Jutsu	Area of effect damage
Chidori	Single target damage



SAKURA HARUNO

Techniques

Chal Barrage	Single target damage
Girl Power	Single target damage
Healing Jutsu	Heals friendly character



ROCK LEE

Techniques

Primary Lotus	Single target damage
Hidden Lotus	Single target damage

Red techniques are area of effect attacks while black techniques are single target attacks and blue techniques heal.

**Neji Hyuga**

- 8 Trigrams Palm Rotation
- Byakugan
- 8 Trigrams 64 Palms

**Choji Akimichi**

- Human Boulder
- Expansion Jutsu

**Shino Aburame**

- Parasitic Insects Jutsu

**Gaara**

- Sand Coffin
- Playing Possum Jutsu

**Temari**

- Wind Scythe Jutsu

**Might Guy**

- Burning Slap of Youth

**Shikamaru Nara**

- Shadow Possession Jutsu

**Kiba Inuzuka**

- Fang Over Fang
- Wolf Fang

**Ino Yamanaka**

- Mind Destruction Jutsu

**Kankuro**

- Puppet Master Jutsu

**Kakashi Hatake**

- Earth Style: Fanged Pursuit Jutsu
- Lightning Blade

**Tenten**

- Rising Twin Dragons

SUPPORT

Everyone at TOMY Consumer Software works hard to make sure that you, our customer, have as much fun playing our products as we had making them. We make every effort to ensure that our products are problem free. But in the rare instance where something has slipped through our product testing process, we want to get a solution to you as quickly as possible.

At Customer Support, we take support seriously. So, in the unfortunate event that you do encounter a problem with one of our products, please contact us. You will find that the answers to many of your questions are available on our website, including tips and strategies on playing the game. If you cannot find the answer you are looking for, you will not have to make your way through an obstacle course.

Our living, breathing human beings will help you get back to the important things in life... like playing video games.

Customer Support for this game is available through our distribution partner, D3Publisher of America:

Phone: (480) 517-4900 Monday – Friday 8am – 5pm MST

**D3Publisher Support Services Division
1270 East Broadway Suite 213
Tempe, AZ 85282**

Email: support@d3p.us

Website: www.d3publisher.us

NARUTO © 2002 MASASHI KISHIMOTO. This product is manufactured, distributed and sold under license from VIZ Media, LLC. All Rights Reserved. Game and Software © 2006 TOMY. NINJA COUNCIL™ and © 2002 TOMY. All Rights Reserved. TOMY and its logo are trademarks of TOMY. VIZ Media and its logo are trademarks of VIZ Media, LLC. SHONEN JUMP™ and its logo are trademarks of SHONEN JUMP, Inc. D3Publisher and its logo are trademarks of D3Publisher of America, Inc. The ratings icon is a registered trademark of the Entertainment Software Association.

1. **LIMITED WARRANTY.** TOMY Consumer Software and its parent and affiliates (collectively referred to as "Company") and/or its distributor warrant(s) to the original consumer purchaser of this software product entitled "Shonen Jump's Naruto: Ninja Council 3," which includes computer software and any associated media and/or printed materials (together called "Program"), that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, you may return the Program and all accompanying materials along with your original receipt to the place you obtained it for a full refund or replacement, subject to such retailer's return policy. This warranty is limited to the recording medium containing the Program as originally provided by Company and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

2. To the maximum extent allowed by law, Company, its licensors and subcontractors do not warrant any connection to, transmission over, or results or use of, any network connection or facilities provided (or failed to be provided) through the Program. You are responsible for assessing your own hardware needs and, if applicable, transmission network needs, and the results to be obtained therefrom. **YOU EXPRESSLY AGREE THAT USE OF THE PROGRAM IS AT YOUR SOLE RISK. THE PROGRAM IS PROVIDED ON AN "AS IS," "AS AVAILABLE" BASIS, UNLESS SUCH WARRANTIES ARE LEGALLY INCAPABLE OF EXCLUSION.** EXCEPT WITH RESPECT TO THE LIMITED CD-ROM WARRANTY AS SET FORTH IN SECTION 1 ABOVE, COMPANY AND ITS LICENSORS DISCLAIM ALL WARRANTIES AND CONDITIONS, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTIES OR CONDITIONS OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, NON-INFRINGEMENT OF THIRD PARTY RIGHTS, AND THOSE ARISING FROM A COURSE OF DEALING OR USAGE OF TRADE, REGARDING THE PROGRAM. COMPANY AND ITS LICENSORS ASSUME NO RESPONSIBILITY FOR ANY DAMAGES SUFFERED BY YOU, INCLUDING, BUT NOT LIMITED TO, LOSS OF DATA, ITEMS OR OTHER MATERIALS FROM DELAYS, NON-DELIVERIES, ERRORS, CAUSED BY COMPANY, ITS LICENSORS, LICENSEE AND/OR SUBCONTRACTORS, OR BY YOUR OWN ERRORS AND/OR OMISSIONS. Company and its licensors make no warranty with respect to any related software or hardware used or provided by Company in connection with the Program except as expressly set forth above.

3. **LIMITATION OF LIABILITY.** YOU ACKNOWLEDGE AND AGREE THAT COMPANY AND ITS LICENSORS SHALL NOT ASSUME OR HAVE ANY LIABILITY FOR ANY ACTION BY COMPANY OR ITS CONTENT PROVIDERS, OTHER PARTICIPANTS OR OTHER LICENSORS WITH RESPECT TO CONDUCT, COMMUNICATION OR CONTENT OF THE PROGRAM. COMPANY AND ITS LICENSORS SHALL NOT BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL, PUNITIVE, EXEMPLARY, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. EXCEPT AS EXPRESSLY PROVIDED HEREIN, COMPANY'S AND ITS LICENSORS' ENTIRE LIABILITY TO YOU AND YOUR EXCLUSIVE REMEDY FOR ANY BREACH OF THIS WARRANTY IS LIMITED SOLELY TO THE TOTAL AMOUNT PAID BY YOU FOR THE PROGRAM, IF ANY. BECAUSE SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CERTAIN DAMAGES, IN SUCH STATES COMPANY'S AND ITS LICENSORS' LIABILITY IS LIMITED TO THE EXTENT PERMITTED BY LAW.

4. **GENERAL PROVISIONS.** This warranty shall be governed by the laws of the State of California and the United States without regard to its conflicts of laws rules and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles County, California. The United Nations Convention on Contracts for the International Sale of Goods shall not apply to this Program. This warranty represents the complete warranty concerning the Program between you and Company.



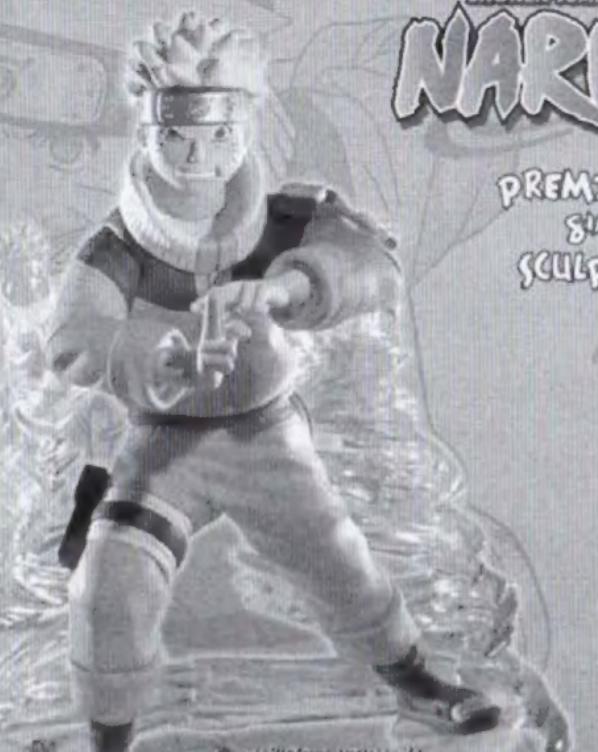
**Want more
information
on Naruto Games?**

**Register online at:
NarutoNintendogames.com**

SHONEN JUMP™

NARUTO

PREMIUM
8"
SCULPT!



NARUTO™ UZUMAKI

IN STORES NOW.
COLLECT THEM ALL!



VIZ
MEDIA

Each figure is approximately
8" tall. © 2005 Mattel Inc. All Rights Reserved.
© 2005 Masashi Kishimoto. All Rights Reserved.

MATTEL

SHONEN JUMP™

NARUTO™

Secret Weapons

THE NEW TRADING CARD
COLLECTION BY: 

www.paniniusa.com



SPECIAL
OFFER
SAVE
\$5!

FIND OUT MORE
ABOUT THE
ULTIMATE NINJA
**COLLECT
THEM ALL!**

Distributed in the USA by

 inkworks

order now at:

<http://www.inkworks.com/offer/narutospecialoffer/>

© 2005 MASASHI KISHIMOTO. ALL RIGHTS RESERVED.

Must be 13 or over to order. While supplies last.

Collect all 114 cards
in the latest expansion for the
Naruto Collectible Card Game

REVENGE and REBIRTH

The student ninja face off in
one-on-one, no-holds-barred combat!

ONLY
\$7.95
EACH

MANGA VOLUMES
1-13 ON SALE NOW!



SHONEN JUMP™
NARUTO
COLLECTIBLE CARD GAME

Read the adventures first
in SHONEN JUMP magazine!
Log on to: www.shonenjump.com

WWW.BANDAICCG.COM/NARUTO/
Bandai America Incorporated, 3001 Katella Avenue, Cypress, California 90630.
All Rights Reserved. Package © 2002. © 2002 MASASHI KISHIMOTO

BANDAI

SHONEN JUMP

VIZ
MEDIA



VIZ
MEDIA

www.shonenjump.com

NARUTO © 1999 by Masashi Kishimoto/SHUEISHA Inc.

Have You Subscribed to
SHONEN JUMP Yet?

The Real Action
Starts in
SHONEN JUMP
Manga!

SUBSCRIBE TODAY

and become a member of the
SJ Sub Club!

You'll Get:

- Access to exclusive online content!
- 50% OFF the newsstand price!
- Only \$29.95 for 12 HUGE issues.
- Exclusive GIFTS!
- Your issues delivered first!

2 Easy Ways
to Subscribe!

- 1 Log on to:
WWW.SHONENJUMP.COM
or
- 2 Call: 1-800-541-7919

SHONEN
JUMP

THE WORLD'S MOST POPULAR MANGA

NARUTO © 1999 by Masashi Kishimoto SHUEISHA Inc., SHAMAN KING © 1995 by Hiroaki
SHUEISHA Inc., YU-YU HAKUSHO © Yoshihiro Togashi 1991-1993
ONE PIECE © 1997 by Eiichiro Oda SHUEISHA Inc., YU-GI-OH! © 1996 by Kazuki
Takahashi SHUEISHA Inc., HIKARI NO GO © 1998 by Yuki Hotta, Takeshi Ochiai SHUEISHA Inc.



www.viz.com



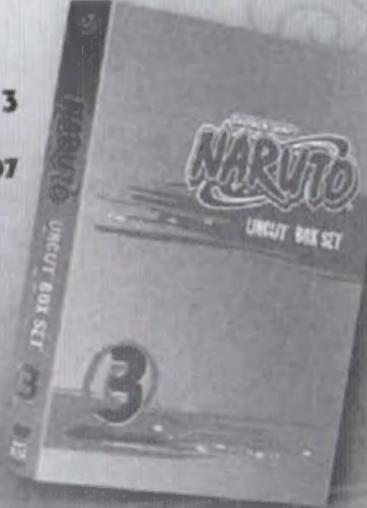
www.viz.com

The Deadliest Challenge—
Uncut!

SHONEN JUMP™
NARUTO™

NARUTO Uncut Box Set 3
Over 300 minutes
Own it on DVD 05.29.2007

Featuring the original
and uncut action from
episodes 26-38!



Visit www.naruto.com for online games,
downloads and more!



SHONEN
JUMP
HOME VIDEO
www.shonenjump.com

© 2002 MASASHI KISHIMOTO Cover art subject to change.